

① ~~Talk to Steve about Hundredths/Tenths of Second~~
~~+ about calling collect~~

② Call Chris Crawford about preventing VBE with a
deferred VB

③ Call Steve + ask about revising the user manual
for SOLITAIRE

PLA

START

VB

Routine

PLA

LDA #7

LDY LOW BYTE OF MY VB ROUT

LDX HIGH

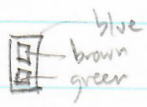
JSR \$E45C SETVBV

RTS

VB Routine
Ends With

~~STOP~~
~~VB~~
~~Routine~~

JMP \$E462
XITVBL

- Issues:
- tune too long on last car driving off
 - sound of blue cop at start
 - trying to find the last prize
 - DEMO sound too short + doesn't repeat
 - no "cartoons"!
 - shape of stoplight 

✓ Add "arrow" 1 for last prize (+ "2" + "3" for others)

✓ Make hideout only safe for a while

~~• Change PRIOR + APRIOT in DISK~~

✓ Make so can press button to end PAUSE

20

• DEMO tune still not right near end

• Tune too long on last car driving off

- ✓ Last two notes in DEMO tune not right
- ✓ Not enough pause between DEMO tunes
- ✓ After hideout disappears, it doesn't reappear!
- ✓ Make sure hideout reappears when caught
- ✓ Redraw hideout on START or RESET
(make it part of CLEAR)
- ✓ Move prizes to right one in char set
"bit image"
- ✓ Hideout still not reappearing
after +CASH
- ✓ Make next to last tune in DEMO
tune 12 instead of 16
- ✓ Prize # indicator not working

• ~~"Cartoon" when you get bonus?~~

✓ Don't reset daytime (Bx color) until
after returning caught car to hideout

• Improve sounds - ~~stoplight~~
✓ prize
✓ endgame
demo

✓ Fix sound not stopping in DEMO

✓ DISKs still can get reversed

✓ ~~Make reset give different DEMOs~~

✓ Make sounds 2 & 3 work before reset

• Finish play field - improve some roads (reduce "maze")
- add buildings
- add trees

• Put initials in somewhere

• ~~Make first car not make up so smart~~

✓ At START, wait VB before turning off ANTRC

* Fix P/M Ram clearing
always erase PM before moving them (subroutine?)

* Slow down + fix car driving off when caught

* Fix ENGAGE message

- use topline only

- rotate thru : SCORE
HSCORE
YOU'RE UP THE RIVER
YOUR RECORD REAPS
HOODLUM
PRESS START FOR
A CLEAN SLATE

• Make RESET give different DEMO each time

✓ Fix so can see CAR during DEMO

✓ Initialize Siren Frequency values at start

✓ Make Siren 3 lower in frequency

✓ Fix so can only switch to double speed when everyone's at even POS

✓ Fix car driving off when CAUGHT

• Make Sounds 2&3 work before reset

• Finish Sounds

• Finish Playfield (reduce some curves, add trees, etc.)

✓ Make it so can't get Van while at hideout

✓ Increase all CASH values by 10 (ADUCASH)

• Put initials in somewhere

~~more "\$"s till have total of~~
• Put out 100 "\$"s at beginning of each level, none after

✓ • Van always makes cops 100% smart

✓ • Increase roadblock / spotlight rate

✓ • Fix so when CAUGHT, doesn't reset GAB & CABH till after your car drives off

✓ • Have a certain amount of time on each level, then it starts getting darker, ~~until~~ finally it's all black (can't see roads) and cops start getting smarter (CABH or not!)

4 mins of light

1 min to get dark / smart

~~begin of darkness then cops get~~

• routine to INC TIME and adjust color / skill accordingly

• reset TIME at START. + CAUGHT + HITMAN (last prize)